

VOLUME SELECT



Players: 2

Supplies:

a dice, dry erase markers, Volume Select Game Mat in a plastic sleeve, a set of Volume Select Substitution Cards

Objective: Create a rectangular prism with the largest volume.

How to Play:

1. Each player gets a mat.
2. Deal three substitution cards to each player.
3. Each player rolls the dice three times and uses the numbers rolled to record the length, width, and height of the rectangular prism on the mat in any order. Note: A player may use one substitution card during a round. This allows them to adjust their volume by replacing one of the numbers rolled. Once the substitution card is played, it can't be played again and it can only be used at this point in the round.
4. Then the players calculate the volume of their rectangular prism.
5. Players take turns sharing their volume with the other players. (For example: A player might say, "The volume of my prism is $2 \times 3 \times 5 = 30 \text{ units}^3$.")
6. Then, the players compare the volume of their rectangular prisms. The player whose rectangular prism has the largest volume wins a point for that round.
7. Play continues for seven rounds. The player with the most points at the end wins.



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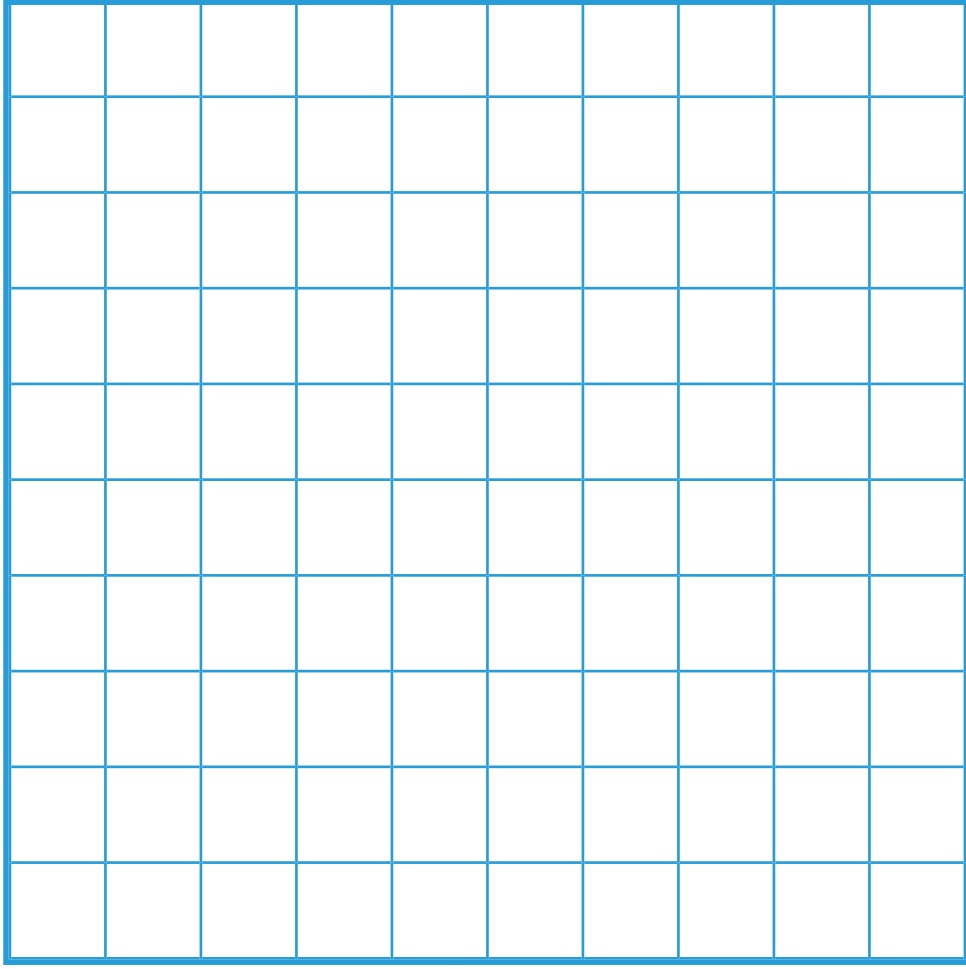
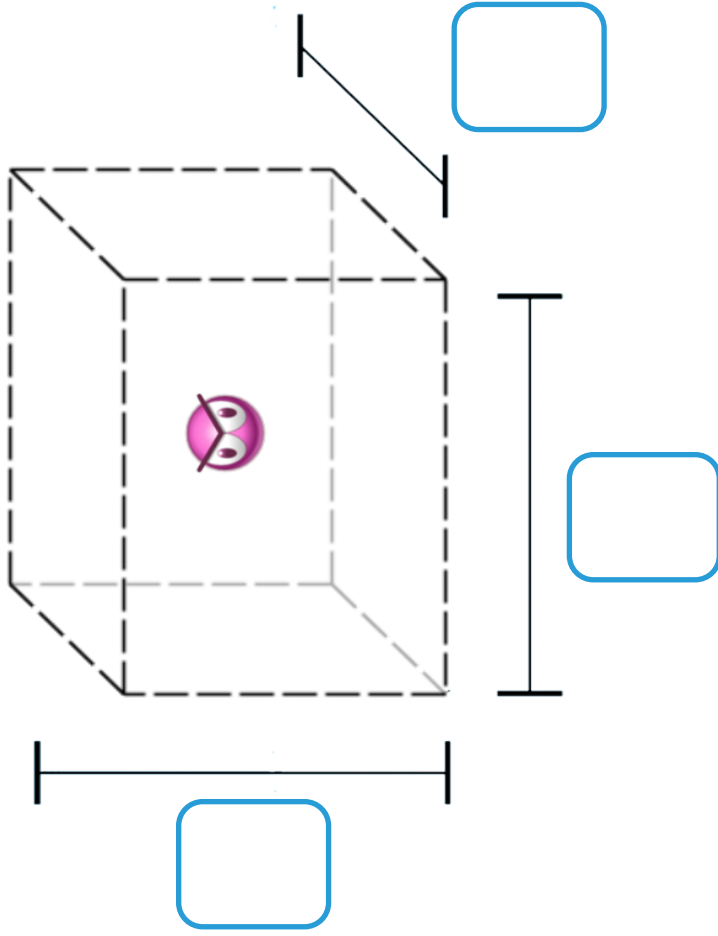
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VOLUME SELECT GAME MAT

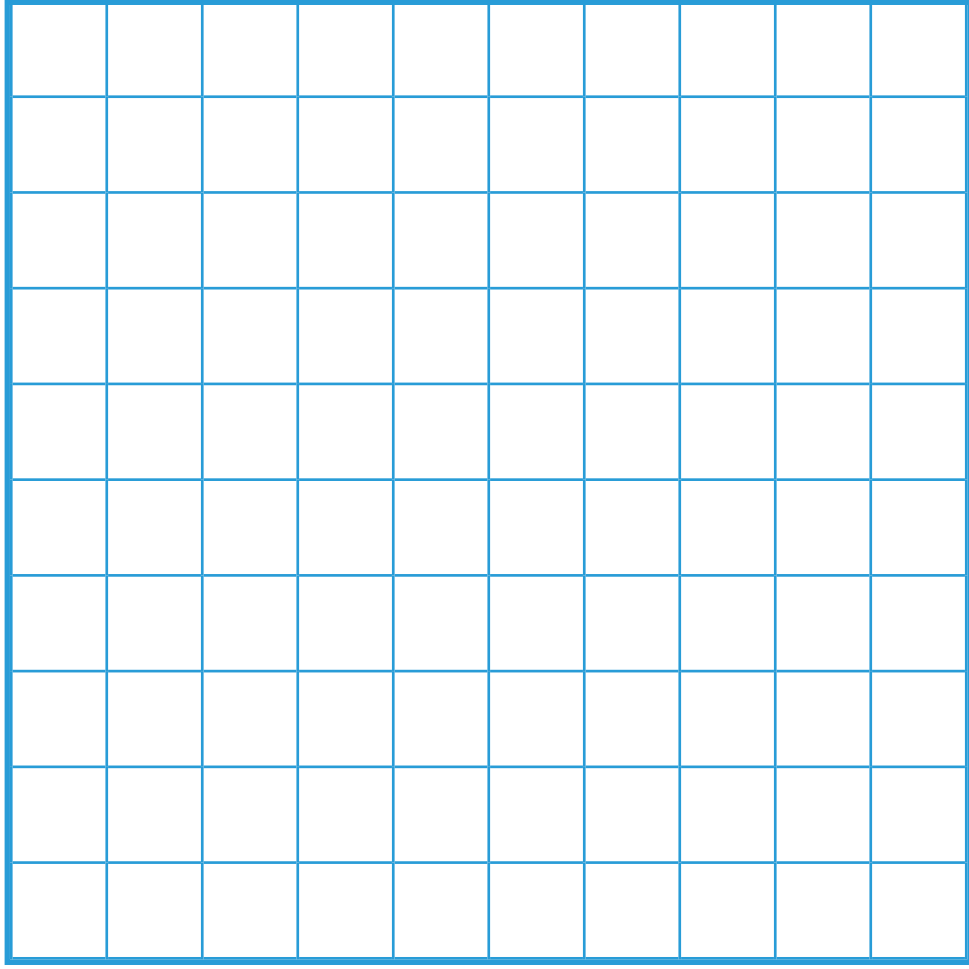
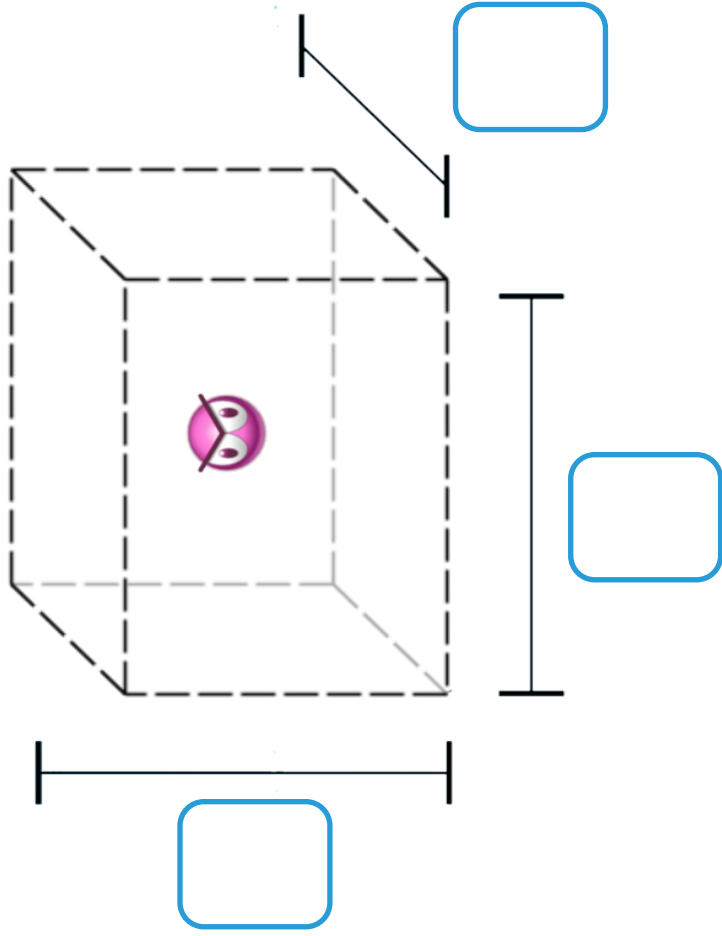


Scoreboard

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7



VOLUME SELECT GAME MAT



Scoreboard

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7



VOLUME SELECT SUBSTITUTION CARDS

7

Substitution Card

7

Substitution Card

7

Substitution Card

8

Substitution Card

8

Substitution Card

8

Substitution Card

9

Substitution Card

9

Substitution Card

9

Substitution Card

10

Substitution Card

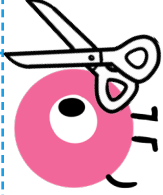
10

Substitution Card

10

Substitution Card

Cut along on dashed lines.



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